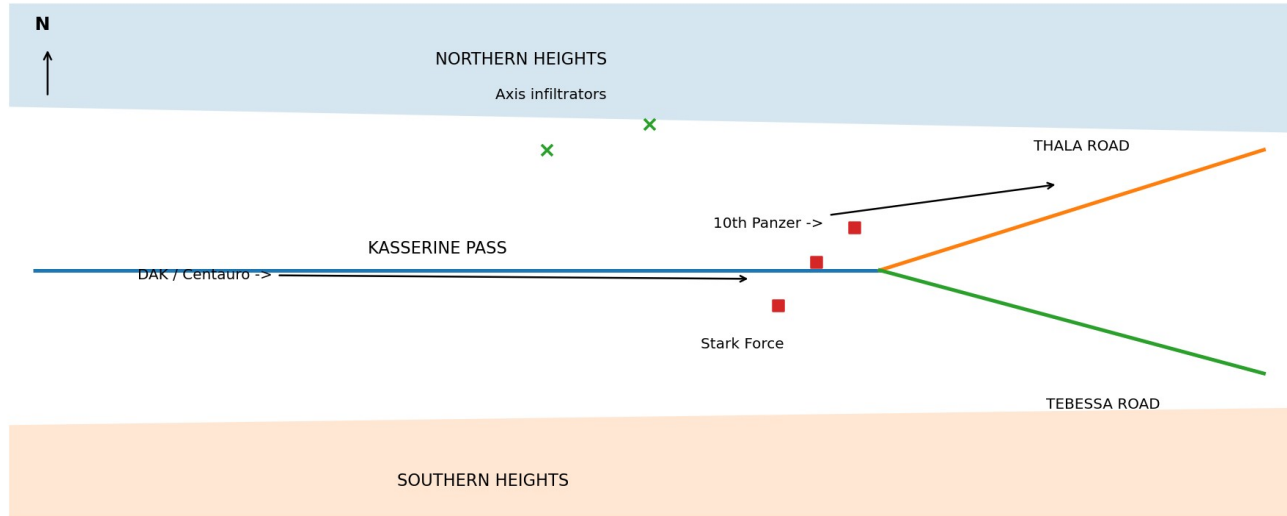


KASSERINE PASS CAMPAIGN

Day Two: Breakthrough

20 February 1943 - Kasserine Pass, Tunisia



Schematic battlefield orientation - not a topographic reconstruction.

Rules compatibility

Written for Blitzkrieg Commander IV. Use the current published army lists for normal unit profiles and weapon statistics. Only scenario-specific command values, special rules, deployment instructions, and victory conditions are given here. This is an unofficial fan-created scenario and is not affiliated with the rules publisher.

Historical situation

The delaying success of 19 February did not remove the danger. The Axis attack toward Sbiba had been checked, while Kampfgruppe DAK had failed to force Kasserine Pass. Rommel therefore shifted the weight of the offensive toward Kasserine. Additional German and Italian troops were committed, including elements of 10th Panzer Division and Divisione Corazzata Centauro. German infantry also infiltrated the high ground during the night.

The defense was stronger than the day before but increasingly difficult to coordinate. Reinforcements included 3rd Battalion, 6th Armored Infantry Regiment and additional tank destroyers, while British armor operated on the Thala route. By the end of the day the Axis had cleared the pass and gained the northwestern exits. The tactical breakthrough was real, but the two-day delay had allowed stronger Allied defenses to form farther west and north.

Scenario at a glance

Item	Setting
Players	Two; well suited to team play
Table	8 x 4 feet; eastern pass opening into a western road fork
Game length	16 turns
Axis objective	Clear the pass and exploit through the Thala and Tebessa exits
Allied objective	Delay the breakthrough, preserve formations, and deny a clean exploitation
Historical result	Axis tactical breakthrough; Allied operational delay

Campaign setup

If 19 February has already been played, surviving units, captured ground, minefields, wrecks, and damaged defenses carry forward. The table should not be reset to a pristine battlefield. If this scenario is played alone, use the standard forces below.

Allied forces

Formation	Suggested tabletop representation	Notes
Stark Force command	1 CO CV 8; 2 HQ CV 7	One HQ begins Disrupted
1/26 Infantry remnants	4 infantry; 1 HMG; 1 mortar	Replace with campaign survivors when applicable
19th Engineers	4 engineer/infantry; 1 HMG	Regular infantry in ordinary combat
3/6 Armored Infantry	5 armored infantry; 3 M3 half-track transport; 1 HMG; 1 HQ CV 7	Night reinforcement
Composite infantry reinforcement	3 infantry	Represents additional troops fed into the defense
Tank destroyers	1 M3 75mm GMC remnant; 2 M3 75mm GMC from 894th TD	No M10s in this scenario
American armor	2 M4 Sherman units	Small, scattered armored support
Artillery	2 off-table 105mm assets; 1 French 75mm asset	Continuing support
Gore Force / British detachment	1 Valentine; 1 Crusader; 1 motor infantry; 1 HQ CV 8	Veteran; represents the small British armored delaying force

Axis forces

Formation	Suggested tabletop representation	Notes
Kampfgruppe DAK command	1 CO CV 9; 2 HQ CV 8	Survivors from 19 February when playing campaign
Panzer Grenadier-Regiment Afrika	5 panzer grenadier; 2 HMG; 1 mortar; 1 engineer	Main infantry pressure
Panzer-Abteilung Stotten	1 Panzer III L; 1 Panzer III N; 1 Panzer IV G	Use campaign survivors if applicable
Aufklarungs-Abteilung 33	2 recon; 1 armored recon	Forward screen
DAK artillery	2 105mm assets; 1 Nebelwerfer asset	Heavier support than Day One
Centaurio armored group	2 M14/41; 1 Semovente 75/18	Italian armor and assault guns
Bersaglieri	4 infantry; 1 HMG; 1 mortar; 1 HQ CV 8	Treat as Veteran infantry
Kampfgruppe von Broich, 10th Panzer	1 HQ CV 9; 6 panzer grenadier; 3 trucks; 1 HMG; 1 mortar; 1 Marder III; 2 Panzer III; 1 Panzer IV; 2 artillery assets	No Tiger tanks - the heavy Tiger element was not part of Rommel's attack force here

Arrival schedule

Turn	Axis	Allies
1	Kampfgruppe DAK resumes attack	Stark Force deployed
2	Bersaglieri enter	3/6 Armored Infantry available
3	Centaurio armor enters	Gore Force enters from west
5	Kampfgruppe von Broich begins entering	First 894th TD unit arrives
6	10th Panzer artillery available	-
7	-	Second 894th TD unit arrives

Scenario rules

Night infiltration

After Allied deployment, place 2 Axis panzer grenadier units in rough terrain at least 12 inches from an Allied HQ and 8 inches from an Allied combat unit. They may fire on Turn 1 but may not assault on Turn 1.

Isolated positions

Two Allied infantry units on the northern heights begin Isolated. They may act and defend normally but cannot receive orders from an HQ outside 12 inches. Remove the marker once a friendly command or combat unit establishes an unobstructed connection.

Disrupted command

One Allied HQ begins at CV -1. At the start of each Allied turn, remove the marker on 4+. Add +1 if Gore Force or 3/6 Armored Infantry is within command range.

Stark counterattack

Once during Turns 2-5, the Allied side may declare a counterattack by Gore Force, 3/6 Armored Infantry, or both. The selected HQ gains +1 CV for that command phase. If its first order attempt fails, the counterattack ends immediately.

Weather and ground

Turns 1-3 visibility 18 inches; Turns 4-5 visibility 30 inches; normal thereafter. No tactical air support is available before Turn 6. Retain the mud and Hatab crossing rules from Day One.

Crisis of the pass

Beginning Turn 8, if the Axis controls the Central Road Junction, Northern Shoulder, and either the Southern Shoulder or main Hatab crossing at the end of an Axis turn, all Stark Force HQs suffer CV -1 until one objective is recaptured. British command is unaffected.

Voluntary withdrawal

Beginning Turn 9, Allied units may exit by either western road. Exited units survive for campaign purposes. This rewards preservation of formations after the position becomes untenable.

The two roads

Every Axis combat unit leaving the western edge must use either the Thala exit or the Tebessa exit. Record the route. These exits determine bonuses and available forces for the 21 February packet.

Victory conditions

Result	Requirement
Axis major victory	Axis controls the central junction and western road fork; at least 8 combat units exit, including 3 armored units, with at least 2 units through each road.
Axis minor victory	Axis controls the road fork and exits at least 5 combat units, including 2 armored units.
Allied minor victory	Most of the pass is lost, but fewer than 5 Axis combat units exit or one western exit remains contested at game end.
Allied major victory	Fewer than 5 Axis combat units exit and the Allies retain or contest the western road fork at the end of Turn 16.

Campaign carryover

- Axis units that exit are automatically available for 21 February. Units still on the table roll: 1-4 available normally; 5 delayed one turn; 6 delayed two turns.
- For every 3 Axis combat units exiting toward Thala, the Thala force receives one free deployment move on 21 February, maximum two.

- For every 3 Axis combat units exiting toward Tebessa, one Axis combat unit may deploy 6 inches farther forward at Djebel el Hamra, maximum two.
- Allied units voluntarily exiting survive automatically. Destroyed infantry returns on 4-5 later in the campaign or on 6 for the next day. Destroyed armor/TD returns only on 6 for the next day, 5 after one scenario, otherwise lost.
- If at least half of Stark Force infantry and engineer units survive, one additional Allied infantry unit becomes available on 22 February.

Design notes

Day Two should feel less like a stronger replay of Day One and more like a command system coming apart under pressure. The Axis possesses increasing combat power but must convert it into an operational exit. The Allied side gains points by buying time and preserving formations rather than by dying in place.

Sources and historical basis

Source	Link
George F. Howe, Northwest Africa: Seizing the Initiative in the West, U.S. Army Center of Military History, 1957 (chapters "Rommel's Thrust Through Kasserine Pass" and "The Enemy Is Turned Back").	https://www.govinfo.gov/content/pkg/GOVPUB-D114-PURL-gpo86236/pdf/GOVPUB-D114-PURL-gpo86236.pdf
U.S. Army Center of Military History, Tunisia campaign brochure.	https://history.army.mil/Portals/143/Images/Publications/Publication%20By%20Title%20Images/C%20Img/campaigns-wwii/pdf/38.pdf
U.S. Army Center of Military History, Chronology, 1941-1945.	https://history.army.mil/Portals/143/Images/Publications/Publication%20By%20Title%20Images/C%20Pdf/CMH_Pub_11-1.pdf
Kasserine Pass Battles: Staff Ride Background Materials, U.S. Army Maneuver Center of Excellence.	https://mcoecbamcoepwprd01.blob.core.usgovcloudapi.net/library/ABOLC_BA_2018/Research_Modules_C/Sidi_Bou_Zid/CMH_Staff_Ride_Guide.pdf
National WWII Museum, "Kasserine Pass: German Offensive, American Victory."	https://www.nationalww2museum.org/war/articles/kasserine-pass-german-offensive-american-victory
U.S. Army Field Artillery Branch history, King of Battle: A Branch History of the U.S. Army's Field Artillery.	https://www.govinfo.gov/content/pkg/GOVPUB-D101-PURL-gpo89177/pdf/GOVPUB-D101-PURL-gpo89177.pdf

Historical unit strengths changed rapidly during the fighting and surviving accounts differ in some details. The orders of battle in this packet compress formations to a practical tabletop scale while preserving the main historical organizations, command problems, terrain constraints, and operational objectives.